

# ZU WENIG ZU SPAET

BB 28.2

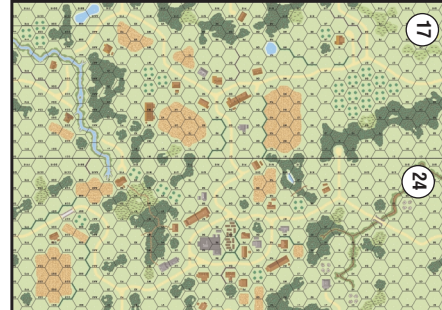
CONCEPT: TIM HUNSDORFER DESIGN: BRIAN BLAD



**VICTORY CONDITIONS:** French decisive win: Capture building 24R4 and Exit 25VP off the South Edge of Board 24. Tactical Victory: meet only one objective. German: avoid French conditions

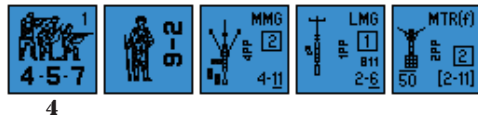
**CAMBRAI, FRANCE, 22 MAY 1940:**

The counterattack at Arras was to have included at least two French divisions to cover the British flanks. Only a battalion of French cavalry attacked that day, and that mistakenly attacked a British anti-tank position. Two days later, the French were finally ready, and in the allies terrible coordination at this point of the campaign, made their attack as the British were pulling back. The French pressed forward as far as the outskirts of Cambrai.

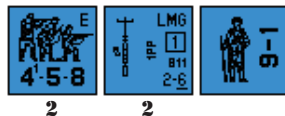


|                     |          |          |          |          |          |          |          |          |          |           |           |  |
|---------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|-----------|--|
| FRENCH SET UP FIRST | <b>1</b> | <b>2</b> | <b>3</b> | <b>4</b> | <b>5</b> | <b>6</b> | <b>7</b> | <b>8</b> | <b>9</b> | <b>10</b> | <b>11</b> |  |
| FRENCH MOVE FIRST   |          |          |          |          |          |          |          |          |          |           |           |  |

**121<sup>st</sup> Infantry Regiment, 25<sup>th</sup> Motorized Division and elements of 1<sup>st</sup> GRDI [ELR:2]** setup on Board 17 on rows Q-GG inclusive North of any hex numbered >5 inclusive {SAN:2}:



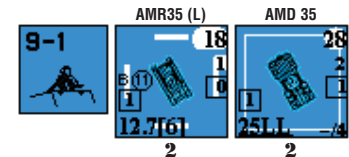
Turn 2: Enter on north edge bd 17 west of row Q inclusive



Turn 3: Enter on north edge bd 17 west of row Q inclusive



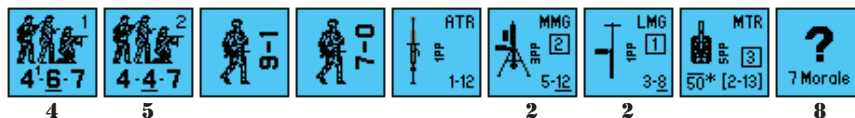
Turn 1: Enter on north edge bd 17 west of row Q inclusive



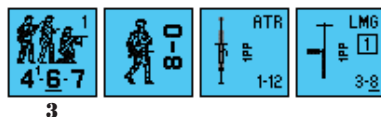
Turn 5: Enter on north edge bd 17 west of row Q inclusive



**Infanterie Division 32 [ELR:2]** set up on Board 24 or on any adjacent half hex of board 17 {SAN:2}:



Turn 2: Enter on South edge bd 24



Turn 5: Enter on South edge bd 24



VASL artwork used with permission of Rodney Kinney

## SSR:

- EC are moderate with a mild breeze from NW at start.
- Valley on board 24 does not exist, all is level 0 no building contains a 2nd level. Place overlay **ST3** on 17BB6/BB5. Gully 24H2-24A9 is a deep stream. All streams are deep. A 2 lane stone bridge exists in 24CC7.
- German player receives automatic air support on turns 3 and 5. Determine type and number per chapter E. air units may only stay on board for 2 full turns.
- Whenever a German Squad is required to take a 1MC or better, if the DR is a 3, that squad automatically Battle Hardens to the next better quality unit. This reflects how the Green German troops improved quickly under fire due to the professional leadership that they received.

- The French player has 80mm Battalion Mortar OBA with Normal Ammunition.

## AFTERMATH:

The French, after attacks by the Luftwaffe, were eventually turned away by the now infamous 88's. They had blooded the 32<sup>nd</sup>, and had the attack occurred in coordination with the Frankforce, perhaps would have fared better. Once again, French reserve strength was thrown away in "penny packets".

Source: Allister Horne, "To Lose a Battle"